

LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per full multiple of HP below zero or pass out from any maneuver besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of > HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand. →

-5 Major Wound to face, vitals, groin

-10 Major Wound to skull or eye

+3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

Failure, you die.

Success, roll again in a half hour.

Critical Success, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

Failure, lose 1 HP (3 HP on **Critical Failure**).

Critical Success, bleeding stops. Three consecutive **Successes**, bleeding stops.

LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up). No effect on HP/damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.) Lose 1 HP for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)

HIKING

Hiking speed on foot is Basic Move, reduced for encumbrance, injury, and exhaustion. Miles/day: 10xMove.

Terrain & weather modifiers:

Very Bad: x0.20.

Bad: x0.50.

Average: x1.00.

Good: x1.25.

Rain: 1/2 off-road speed. Snow: 1/2 in any, or 1/4 if deep.

FP/Hour

No Encumbrance: 1 FP.

Light Encumbrance: 2 FP.

Medium Encumbrance: 3 FP.

Heavy Encumbrance: 4 FP.

Extra-Heavy Encumbrance: 5 FP.

SIMPLE MAGIC SYSTEM

Magic use depends on a single core skill, typically Ritual Magic or Thaumatology. Roll vs Skill minus total difficulty modifiers for a spell's Range, Duration, Target and Effect, as noted below.

To determine difficulty modifiers and fatigue costs when casting a spell or power, add up the modifiers from the relevant difficulty categories for each of the spell's components: Range, Duration, Target and Effect.

Fatigue costs and difficulties may vary per campaign setup, mana level, advantages, etc.

Casting a spell usually requires 1 second of the Concentrate maneuver, then 1 second to cast the spell (roll vs Skill adjusted with modifiers).

Very Easy & Easy Spells:

No modifier, costs 1 FP total regardless of how many components apply.

Short Range (touch)

Short Duration (one round)

Single Target (one creature/object)

Cantrips/Orisons, See Auras, Speak Languages, Burning Touch

1d Damage or 2d Knockback / Minor Status Effect

Moderate & Difficult Spells:

-2 modifier, -2 FP per component

Medium Range (bowshot)

Medium Duration (several rounds)

Medium Area (several people)

Charm People, Mystic Armor, Heal Wounds, Fire Ball, Polymorph

3d Damage or 5d Knockback / Medium Status Effect

Very Difficult Spells:

-3 modifier, -3 FP per component

Long Range (sight)

Long Duration (entire scene/encounter)

Large Area (crowd)

Resurrection, Group Teleport, Earthquake.

Anti-magic Zone

5d Damage or 7d Knockback / Major Status Effect

Heroic Spells:

-5 modifier, -5 FP per component

Any Range, Duration, Area & Effect

Wish, Miracle

Concentrate : +1 Effective Skill per second, up to a maximum bonus of +3 after three seconds.

If your effective skill with a spell is 15 or higher, reduce the cost to cast the spell by 1. If you have skill 20 or higher, reduce the cost by 2. Cost continues to decrease by 1 per full five skill levels beyond skill 20. Apply the same reduction to the cost to maintain a spell.

failure by 5+ means you pass out.

Optionally, for less versatile magic all spells created using this method that are not learned as separate skills suffer a -4 "improvised" penalty.

CEREMONIAL MAGIC

If you can cast a spell at skill 15+ and have willing assistants, you may lead a ritual to cast the spell with increased energy.

Multiply casting time by 10. Energy cost does not change, but your assistants can contribute energy as follows:

- Each mage who knows the spell at level 15+: as much energy as he wishes to contribute.

- Each non-mage who knows the spell at level 15+: up to 3 points.

- Each mage who knows the spell at level 14 or lower: up to 3 points.

- Each unskilled spectator who supports the casting (by chanting, holding candles, etc.): 1 point, to a maximum of 100 points from all spectators.

If the total energy from all sources exceeds the cost to cast the spell, you receive a skill bonus.

Extra 20% : +1

40% +2

60% +3

100% +4

Add another +1 per additional 100% of energy.

At the end of the ritual, make a skill roll to cast. Apply all modifiers for magic use. All contributed energy is spent.

• The participants can continue to provide energy to maintain the spell indefinitely.